

ABSTRACT

Game software having a text file which stores text data to be used on a game image every language, through which a computer functions as means for producing game image: for reading corresponding text data of a kind of language out of the file so as to display on the game image, means for displaying selection picture: for displaying a language selection picture together with the game image when inputting an instruction of language selection, means for displaying provisionally selected text: for reading the text data of the provisionally selected language out of the file and displaying the game image with the representation of the provisionally selected language which is switched from the game image which has been displayed, and means for determining language: for determining a state of provisional selection of the language